

STARLIGHT 2

TRADE ROUTES OF THE CLOUD NEBULA

TM

BINARY SYSTEMS



IBM



ELECTRONIC ARTS®

The Next Generation in Space Exploration

The Spemin, once the "whipping blobs" of the cosmos, have become the galaxy's most feared race. You and your crew have to find out why. So follow the interstellar trade routes to new worlds, new species and new technologies in a quest to uncover the mysteries shrouded in the past.

Faces only a mother could love.

Secrets only an ally can discover.



Tandelou



G'nunk



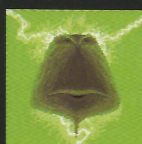
Dweenle



Humna Humna



Ng'Kher'Ahrta



Gorzek

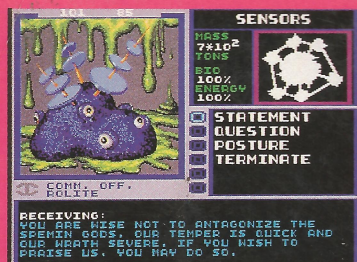
The Game of the Future

- ▶ Over 500 planets. 30 alien races.
- ▶ Powerful starship with new weapons & new technology: Jump Pods, System Scanner, Blasto Pods, Psychic Probes and more.
- ▶ No Starflight I experience needed.
- ▶ Game play freedom! Open-ended storyline and subplots.
- ▶ Includes security decoder, Mission Briefing and authentic Humna Humna map device.

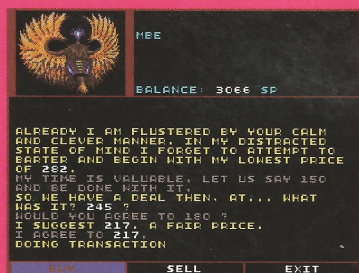
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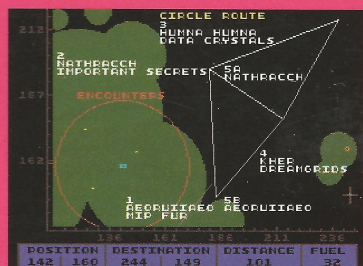


They're bad, they're blobs and they're back.
And your diplomacy can't budge them.



**How do you know when an alien
is ripping you off?**

Learn to "read" his appendages,
or pay through the proboscis.



Where does this "hole in space" lead?
To oblivion? Or to the heart of the Spemin mystery?

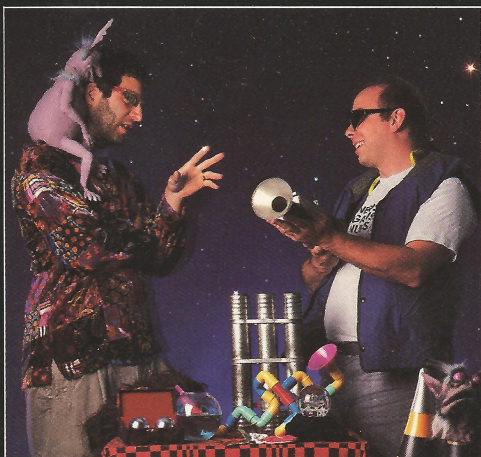
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**IBM PC, XT, AT; COMPAQ; TANDY
1000 FAMILY, 3000, 4000, 5000; 384K
NO ON-DISK COPY PROTECTION
Map required; Supports CGA, EGA,
MCGA, VGA, Tandy 16 color
DOS 2.1 or > required
STARFLIGHT 2**

1504



Greg Johnson prefers the deranged hedgehog theory concerning the Unusual Anglic Wheat Circle Phenomena, while Bob Gonsalves suspects that, perhaps, it is just an alien intelligence, possibly of terrestrial origin.

On the whole, however, Greg and Bob have little time to contemplate such weighty matters. This is because they are driven

by a strange compulsion to translate into computer game format the transmissions they receive on a daily basis from outer space. When asked to comment on this, all Greg would say is "We are not aliens," to which Bob added, "We are from New Jersey, yes."

Design	Greg "Greg" Johnson
Programming	Bob "Doc" Gonsalves
Art	Erol "Ool" Otus, Matt Crane and Greg Johnson
Original Game By	T.C. Lee, Rod McConnell, Alec Kercso, Bob Gonsalves and Greg Johnson
Producer	Roland "The Man" Kippenhan
Product Manager	Bing Gordon
Assistant Product Manager	Christopher Thompson
Cover Art	Sean Joyce
Package Design	Lance Anderson
Manual Art and Starmap	Alan Okamoto
Special Thanks To	Paul Reiche III, Evan and Nicky Robinson, Av Baby and Beth Reguardz, all of our imaginary friends.
Special Consultant	High Ambassadorial Ambassador K'tpahwhooshh
Best Boy	Grip "Gaffer" Foley

If you liked Starflight™ 2, be sure to play the original Starflight™, also by Binary Systems. Make first contact with the Spemin and the Uhlek. Visit the home worlds of other alien races. Visit Old Earth.

About our company. We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this one, are evidence of our intent.

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